

RQG –14 – Knock Knock.....

Content Warnings

- Physical violence & injury
- Bombs & explosions
- Discussions of: food, physical violence (inc. stabbing)
- Mentions of: drowning, fire, alcohol, death
- SFX: water, explosions

[Show Theme - Intro]

ALEX

Hello and welcome to episode 14 of the Rusty Quill Gaming podcast, we are coming to you from London, England and I am Alex Newall, your host and GM, and with me as always for better or worse, I have:

JAMES

James Ross.

BRYN

Bryn Monroe.

BEN

Ben Meredith.

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LYDIA

Lydia Nicholas.

ALEX

And who are you playing?

JAMES

Sir Bertrand McGuffingham, half man, half man, half man.

BRYN

Sorry I'm distracted by the terrible maths **(group laughter)** I'm playing Hamid the halfling sorcerer.

BEN

Zolf, a dwarven cleric of Poseidon.

LYDIA

Sasha, antiques appraiser and knife fancier.

(Group laughter)

ALEX

However given that we've just levelled in between weeks you're also a bit of a bomb fancier if I understand?

LYDIA

Oooh yes.

JAMES

Just stroking a bomb under there.

LYDIA

Yeah I'm like a bomb whisperer 'alright, little bomb'. It's all about dominance but in a situation of trust.

ALEX

Well you can't anger the bomb.

LYDIA

No.

JAMES

It's very important that one of you is in charge and you both know who that is.

LYDIA

Yeah.

ALEX

And instead of...

JAMES

Stop worrying and love the bomb.

LYDIA

Stop worrying and love the bomb.

ALEX

And instead of a shoutout I'm going to tell everyone that I had my first jellied eel **(group cheering)** I ate it yesterday, it was amazing.

LYDIA

They are delicious.

ALEX

I genuinely now actually recommend to everyone jellied eels as a thing.

JAMES

You big Cockney man.

ALEX

Oh they're great.

LYDIA

Did you like the jelly because as an actual Cockney, like, I still can't eat the jelly, I really like the eel bit.

ALEX

I could eat the jelly but it was all about the eel for me.

LYDIA

It's all about the eel.

ALEX

It was all about the eel, I also reckon it would go well with mustard, so I think...

LYDIA

Yeah?

ALEX

So I think I called that in the episode earlier but to repeat yead we did do some levelling up. I do still intend us to really have a talk about levelling up and picking character routes and things but honestly between level one and level two it's so very straightforward that it's just not worth your time.

BRYN

We'll done one for level three, maybe level four when it's interesting.

LYDIA

Speak for yourselves, guys, I got bombs.

ALEX

So Bryn if you can run through quickly sort of the default things that will happen and then we'll go round and say what everyone got individually as an extra.

BRYN

So I believe everyone's base attack bonus went up by one. **(Group cheering)** Most people got an increase to a single save, we all obviously got a few hit points. Some of us got lots of skill points, looking at Lydia, some of us got a couple of skill points.

JAMES

I fell over.

BEN

Some of us got three.

(Group laughter)

BRYN

Yes.

ALEX

And that said obviously a couple of you got the chance to pick some feats or an extra spell say things like that so I'm just going to go around quickly and just

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get everyone to sort of talk to me about what you did when you levelled and then we'll get into the game. So starting with, let's start with you, James.

JAMES

I took weapon focus bastard sword.

ALEX

Shocker.

JAMES

Exactly, it's just Bertie just staring at it for hours going, "Urrgghhh really focused urrgghhh!"

ALEX

Yep and all that is doing is it's specialising sort of and it just makes you better, it gives you a plus one bonus.

BRYN

Yeah plus one to hit with a bastard sword but as with many of Bertie's feats it leads on to greater things in the future.

ALEX

And Bryn yourself?

BRYN

Well Bertie also got the class feature bravery.

ALEX

Oh yeah.

BRYN

Which means his terrible will save is not quite as terrible if someone is making him afraid.

(Group laughter)

JAMES

If somebody is trying to terrify me I'm fine, if somebody has offered me biscuits it's not going to go so well!

(Group laughter)

ALEX

Sure, so yeah James obviously got bravery and moving onto you Bryn?

BRYN

I got precisely no class features, feats or abilities whatsoever. I got to add a new zero level spell to my list of spells.

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ALEX

Also known as a cantrip for people who were wondering.

BRYN

Yes cantrip.

JAMES

Don't worry Bryn you're already perfect.

BRYN

Ah. Thank you for lying so beautifully. I took read magic which again is incredibly dull as a spell but occasionally useful.

ALEX

It's one of those ones that you really, really need to have and no one has ever been enthused by read magic really.

JAMES

What does it do?

ALEX

It allows him to read magical spells that are written down.

JAMES

Oh. To be fair the clues were all there!

(Group laughter)

BRYN

One feels you could have worked that out.

JAMES

Yeah.

BRYN

You're the kind of person who walks into a kitchen and asks where the forks are without checking the very obvious one and only drawer.

JAMES

Drawer, yep.

ALEX

Ben?

BEN

Again very similar I didn't do much, I got some extra slots because I work a little bit differently as a cleric in that I have access to all orisons which is what they call their zero level spells but to let people know I won't get it until I mediate again but I'm going to be going with burning disarm for tomorrow because that's quite good and spark is my orison.

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JAMES

What does burning disarm do?

BEN

Makes a lump of metal really hot.

JAMES

Right.

ALEX

Makes you want to drop your things.

BEN

So you'll have to drop it.

LYDIA

Does it work for anything so like if I have like a stick?

BEN

It has to be a weapon, so any weapon that someone is holding or an unattended lump of metal up to 15lb.

LYDIA

That's just sitting there! Unloved, its mum has left it.

(Group laughter)

JAMES

Can you use it to turn just something into a hot plate?

BRYN

I don't see why not.

BEN

No, no, no, it goes away for one, it goes away almost instantly it just heats up for one round and then goes away again but you could maybe flash fry something with it.

ALEX

And Lydia, yourself?

LYDIA

Um yeah, so I got some you know the hit points, I got twelve skill points but I've just put them in the same slots I had so I'm just better at everything and yeah I decided that after looking at all of the rogue...

BRYN

Incredibly long list.

ALEX

Yeah.

LYDIA

Incredibly long list and there are so many things that I'm sure are like, it's so complicated but I thought at the moment we're drowning in bombs and Sasha likes making things so she is going to learn to make bombs.

ALEX

I'm not surprised that this is the way things went. To spell out for listeners by the way rogues have a thing where their one of their features is they get to pick a rogue talent, what that really is, is rogues have their own extra list of feats sort of.

BRYN

They are not quite as powerful as feats but.

ALEX

But yeah they are slightly less powerful so what you end up with is rogues get a lot of extra rogue talents, one of which is yeah you get bomb making and...

BRYN

It's a horrendous list though because not only is it incredibly long but some of the options on it are picked from this other really long list.

LYDIA

Yeah I could take ninja tricks, there's alchemist-y thing.

BRYN

Isn't one of them just taking a combat feat?

LYDIA

Yes, yeah and I can get all combat feats.

BRYN

Which again is possibility the longest list of all.

ALEX

Yeah.

LYDIA

So a bomb I get three a day because it's my int bonus, it doesn't scale.

ALEX

It will scale when your int goes up but it doesn't sort of increase relative to.

LYDIA

Oh I didn't know the int went up?

ALEX

Yeah it can do if you were to say get some inherent bonuses, a God could come along and go I really like you Sasha, I like the way you roll here's another plus four to your int.

BEN

Basically butter Alex up and you'll get more stats.

LYDIA

Cool yeah and it does my sneak attack damage but I can throw it in people's faces and I thought that would be nice.

BRYN

You also got the class ability evasion.

LYDIA

Oh yes, yes.

ALEX

Ooh that's a good one.

LYDIA

So I dodge stuff, I assume, or evade.

BRYN

Basically dodging fireballs and stuff if most people when they dodge successfully still take half damage, you take none.

LYDIA

So I read that and I did not understand it, I thought that it was only if things do half damage I get to avoid.

ALEX

No, no, no it's this brilliant thing where is Bryn's fireball accidently goes off and deals you know 10d6 to everyone we always used to.

JAMES

One day.

ALEX

I always used to have it described to me as you enter rogue space, you sort of, step sideways and then sidle out of the world for a couple of moments. The explosion goes off and then you sidle back and...

BRYN

So basically you get to be Link?

ALEX

Sure yeah, yeah.

BRYN

What is it, Link Between Worlds?

ALEX

See I always, I always thought it was like the crawlstep from the Nac Mac Feegle in the Terry Pratchett books you just sort of do a little bit of a wiggle and then you're out of the area for a while and then you come back, anyway.

LYDIA

What about listeners at home, do you have instances of people hiding behind dimensional space?

ALEX

If you do get on our dedicated forum where we'll have a thread dedicated to hiding in extra dimensional spaces.

LYDIA

Write it on a postcard, and just look at it.

(Group laughter)

ALEX

Right I think that's quite enough preamble. So we'll do a quick recap for listeners at home but obviously the story is starting to get a bit longer so it's going to be a bit of a fly by wire. The simulacrum was stolen and/or destroyed

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later found to be definitely in bits, the party got sent back down into Other London to find the people that did it via a quick sidestep through one of Sasha's old friends who made a quick deal which Hamid potentially foolishly accepted.

BRYN

I'm a halfling is there's a cursed magic ring we all know where it is going to be.

(Group laughter)

ALEX

So after...

BRYN

I'm just as beautiful as Elijah Wood!

(Group laughter)

JAMES

On the inside!

LYDIA

Awww.

JAMES

I thought it was a more plausible claim, isn't he a movie star? I don't know I've never seen the films.

BRYN

Like I meant in character.

JAMES

Oh.

BRYN

My character is explicitly beautiful.

ALEX

That's fine you just make valued comments on your co-stars James that's fine.

BRYN

James doesn't think I'm pretty.

ALEX

And the party got moved on to a compound which was by the Thames, for some of you the first time you've ever seen the river because it just disappears beneath the glut that is London and you guys manage to lure off a pair of guards and their dogs.

JAMES

Lore? We dazzled them with our obscure knowledge.

BEN

Did you know, I didn't I will come with you.

BRYN

Yes sir.

JAMES

They call me the trivia whisperer. Pub quiz this way guys.

BEN

We're just Stephen Fry dazzling people with our general knowledge.

ALEX

In fairness Hamid did lure them with the lore of a statue they'd never seen.

BRYN

That's true.

ALEX

So they all came to investigate, found Bertie stood there all gold-ed up, all glammed up.

JAMES

To be fair Bertie probably does look a bit like Stephen Fry, very tall, lots of bottles, very keen on Apple products, supports Norwich City, like all of this. Yeah it's all a back story it's only because they've got canaries, they're birds, you see.

BRYN

True.

JAMES

Anyhow carry on.

ALEX

So you guys managed to ambush them successfully after having lost that fight earlier in Other London so you managed to turn things around and you, you really got the drop on these guys.

BRYN

I didn't even really, I literally didn't need to do anything, I had one action it was I wait while the rest of you just slaughtered them.

ALEX

I like to think of it as a really calculated wait.

BRYN

Oh it was, oh, absolutely.

ALEX

So you Sasha, Zolf and then with Hamid playing good cop managed to interrogate the remaining guard and find out that there are at least three people inside and that the area had been trapped and also then Zolf had a little bit of a share with everyone.

BEN

I revealed a troubling religious belief.

ALEX

Indeed, Zolf does have a thing about drowning people that he thinks deserves it in the eyes of his God.

BEN

Yeah.

ALEX

I mean you know it's Poseidon, no one said he was nice.

BEN

Playing the executioner.

ALEX

Hmm a little bit, so the deal that you seem to have struck with the rest of the party was that you would...

BEN

Leave these guys alone because they seemed reasonably not super-culpable but definitely do it to their leader because he seemed like a real nasty person.

ALEX

So we're going to pick up exactly after that discussion between Zolf and Hamid, you guys are at the pool with a couple of unconscious guards, a dog that's laid out and ooh I forgot to mention...

JAMES

I've got a doggie. I've got a doggie. Bertie's got a doggie called Brutor, he's an idiot and I don't have time to train him to do anything before this combat. I wonder if he's just going to go off and have his own little adventures in the corner as a comic subplot to the comic relief character during this combat.

ALEX

(Makes dog noises) I smell a spin off. Ok so let's pick up where we left off. Go.

LYDIA

I've got fourteen daggers, can you see like I've got fourteen.

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JAMES

(Makes noises at Brutor)

LYDIA

Are you guys still?

BEN

No I think, I think that's resolved, right?

LYDIA

Fourteen

BEN

Are we good?

BRYN

For now.

BEN

For now.

BRYN

I guess.

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BEN

But we're agreed?

BRYN

Yeah I think so.

LYDIA

Do you want a dagger?

BRYN

No thank you.

JAMES

Bertie runs back over. Hello again, chaps, right so hitting people with things, shall we?

BEN

I think that's probably a good idea if we get down to business.

JAMES

Now any traps in the building ahead, young lady?

LYDIA

Well like that guy just said there would be traps.

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BRYN

Yeah he said there would be three people and some traps.

LYDIA

And like of them can do magic and stuff.

BEN

Yeah I think he said the leader is a guy who might do magic, shouldn't be too much of a problem.

BRYN

I hope not.

LYDIA

So do you want to, we could go around the back, that's how I usually get in.

BEN

We've taken out the perimeter guys that was the entire point so we can just wander up.

LYDIA

Right.

BRYN

I think just the front gate I mean some you can climb really well some of the rest of us can't. I look pointedly at the two men in large armour one of whom has one leg.

JAMES

I'm very good at trying.

LYDIA

Alright well you do your statue thing we'll wheel you through the front gate.

BEN

What a statue delivery?

JAMES

You three could hide inside me and then when they go to open me, woah adventurers.

LYDIA

It worked surprisingly well last time.

BEN

I think surprising is the operative word there so I think we discussed sending you in first to deactivate the traps.

LYDIA

Right.

BEN

Not to do any confrontation.

LYDIA

Loving this plan yeah.

BEN

Bearing in mind that I'm not particularly quite in my movements nor is Bertie so.

JAMES

Bored now, and Bertie then marches off in the direction of the front gate, relatively slowly but he's still definitely marching off in the direction of the front gate.

BEN

I don't, Bertie, Bertie, come.

BRYN

I think that's the right idea. I scamper after him.

LYDIA

I'll just make sure like I look at Zolf like "these idiots" and then run quietly but I am faster than them.

JAMES

Going off to hit some things, going off to hit some things.

BRYN

Just wait outside the front gates while Sasha gets rid of any of the traps, you don't want to explode accidentally.

JAMES

No, no, no.

LYDIA

I want to run up to the front, the side of the wall on the outside I'm explaining this really badly but like basically flat against the wall and sneak up to the door so that someone looking out over from the top would not see me.

ALEX

Yeah that's fine so you're pushing yourself up against the wall so that they can't get a, a sort of line of sight.

LYDIA

Yeah, yeah and then so I assume that means I have to cover some ground but I have covered that before.

ALEX

Honestly it's fine, we can skip to everyone is up against the wall and Sasha is now making her approach to...

LYDIA

The door.

ALEX

To the main gate.

BRYN

The three of us should be at the corner while Sasha deals with the gate probably.

ALEX

Yes.

LYDIA

Gonna detect some traps!

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ALEX

Got for it, give me a perception roll.

LYDIA

Ah bad, ok, so that's five but plus my new additional... so that's I believe that's
– I can do maths – twelve?

ALEX

Twelve, you detect no traps.

LYDIA

Oh dear.

BEN

It might just mean there are no traps.

LYDIA

Yeah it could.

ALEX

Oh the eternal, eternal quandary for all rogues everywhere.

LYDIA

Do I have anything long to prod at the door?

ALEX

Now you're talking about the thing that you might want to be looking at doing is...

LYDIA

You want the rogue log, he keeps telling me to get a log.

ALEX

Well there's two things that all rogues will enjoy which is the 10ft pole for poking things because you're fairly certain it's going to explode.

BRYN

It just leads to an arms race between trap manufacturers and pole manufacturers. It's not economically worthwhile in the long run.

ALEX

And then the rogue log which becomes your new best friend where you just roll it down corridors and see if things snap at it.

LYDIA

I feel like I do not have time to detect again so I guess I'm going to try and open this door.

BRYN

You've got the key.

LYDIA

Yes with the key.

ALEX

Because you lifted it from one the guards yeah.

LYDIA

I did so I unlock the door and beckon them over.

ALEX

The door is unlocked.

LYDIA

Hooray!

ALEX

It doesn't explode.

BRYN

Hooray!

ALEX

And everyone becomes beckoned.

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BEN

Hooray! I take the beckoned condition.

(Group laughter)

ALEX

Yes very good.

BEN

Yes I stump over.

ALEX

Ok so you're all now beside Sasha and the gate is open.

BEN

Lovely.

LYDIA

I peer round I guess, perception checks?

ALEX

Yeah if you can give me a perception check unless you want to do the Scooby Doo thing of four heads poking around the gate the same time?

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JAMES

'Boink, boink, boink, boink'.

LYDIA

I think we absolutely should.

BEN

We don't have the heights!

ALEX

Oh go on then.

BRYN

We are a nice distribution of heights.

BEN

Alright let's do, we're going to Scooby Doo it.

LYDIA

Shall we do it in order of height?

JAMES

Also, yes, and I'm only saying this because we've got a dog with us.

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ALEX

Oh yeah Scooby is going to be looking around the door.

JAMES

Gonna be the Scooby gang.

ALEX

Yeah, yeah that's Scooby going.

BEN

Oh no, oh no, this has happened.

(Group laughter)

BEN

Who do I want to be? Daphne.

LYDIA

Does the dog get a perception check as well?

JAMES

I think the dog should have a perception check, whether it can then communicate any useful information.

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ALEX

The dog will be getting a perception check.

LYDIA

And if it...

BEN

If it yelps and runs away we're like oh.

LYDIA

So in order of height I think?

JAMES

Definitely me first.

ALEX

And it's definitely Bertie's dog with a roll of 2.

(Group laughter)

JAMES

My perception is five. So I can tell there are buildings.

ALEX

Yes there are.

JAMES

Yes I've done well.

LYDIA

Oh right me, ah twenty.

ALEX

Twenty.

LYDIA

Not a natural twenty.

ALEX

Yeah anyone else?

BEN

That will be on eighteen.

BRYN

Eighteen as well.

ALEX

Sure so everyone, Bertie yeah you see yeah there is a compound, "what have I been told that there is a compound is true, there is a compound, it is here."

Sasha and everyone else sees three buildings there is the hut which is long, low, it appears to be narrow at this end it is longer than it is sort of wide and it is made of wood and is on stilts, it's a fairly recent build. It looks like it has actually been made fairly well and it wouldn't have taken a large group of people to necessarily make it, maybe a bit of time. There are two other buildings.

JAMES

How sturdy are the stilts?

LYDIA

(Laughter).

ALEX

No it's a fair point, certainly hackable, they are not heffing great logs but there are multiple stilts so it's more a case of there are say twelve stilts holding it up rather than four with big tree trunk things in each corner.

JAMES

Sure.

ALEX

There are two other buildings, one of which is immediately closest to the gate on the left hand side, it appears to be in a very bad state of disrepair, it was probably a two storey building. When you look at it in the context of the larger building it becomes apparent that yeah it was probably a church and a

vicarage. The vicarage is the one that looks to be in very bad repair, most of the upper floor has gone there's a bit so you could probably say go up there and have a look around but it doesn't look like you could you know set up shop there. The ground floor, we have some US listeners when I say ground floor I mean the one on the ground floor, when I mean the one above that I mean first floor. The larger building yeah appears to be a church on closer inspection. You wouldn't have noticed it necessarily at first from a distance as most of the steeple's gone but the church has two storeys and in addition has a raised roof so there might be a loft in there or something similar but they obviously are both larger than that hut.

BEN

I've got an idea guys so if Bertie goes for the hut with stilts, chops them down, collapses it, causes a distraction while he's in the yard being big and covered in armour they'll run out, try and do stuff, we run in take them from behind.

LYDIA

Why don't we set it on fire?

BEN

We could also do that but it makes less of a huge crash. What do we think? You wanted to do something, you're bored, that would be exciting.

JAMES

Distractions you say.

BRYN

We should just attack them while they're not read, if they hear something they'll get time to prepare and cast spells and grab bombs and all that kind of thing. We should just get to them as quickly as possible.

BEN

'Actually that's a point, do you back in the market place didn't you get hold of a bomb?'

LYDIA

Yeah.

BEN

So you could lob that from the window?

LYDIA

Well I don't have a bomb I have a vial fire flask.

ALEX

Sure so with the fire flask the one that you were throwing is a direct hit, it's not a splash, it will do 1d6 of fire damage.

BRYN

Don't you still have the thunderstone?

LYDIA

Oh yes I do.

ALEX

You do have a thunderstone which is an area of effect but it will only deafen them it will not deal actual physical damage.

BRYN

But it will confuse them and stop them casting spells.

LYDIA

Yes.

ALEX

It will interfere with spell casting, it doesn't silence the person but they do take a significant penalty to try and make any kind of magic happen.

LYDIA

I think that would be a pretty good distraction yeah.

BEN

Alright so do you think we need to clear out the inside of the building outside of that room first and disarm the traps in there so we can rush in or shall we...?

BRYN

It looks like they are on the second floor if we can just get to the bottom of the stairs without tipping them off and you can throw a bomb inside.

LYDIA

So like I could... but then I need both places right because I need to undo the traps and I need to climb up out the outside and throw the thing in?

BEN

We've got them by surprise, scout in, come back out and we'll head in and you throw the bomb.

LYDIA

Sasha saves the day! I go into the front door.

BRYN

Well stick to the fence if we move slowly we won't tip them off, we'll stick to the fence and we'll get to the door.

LYDIA

Stay out the way while I do the adventuring. Right so, because Sasha has been told that there are traps here and she doesn't like getting exploded on and she has seen big explosions she is going to take a perception check for every single step but I think maybe that might take a while so how are we going to play that?

ALEX

Yeah for a lot of, I've known game masters who would require you to search every 5ft square and it makes...

JAMES

Who are these people?

ALEX

It makes me want to jump off bridges, let's not do that, what I'm going to do is you have said I am being careful and watching out for traps so rather than doing a roll of each one you can just effectively say yeah I'm taking into account that if you run into something that you might run into I'll get you to do a roll, what I will do though is I will get you to do a roll say for the journey across and depending on that roll you wouldn't necessarily know... so if you got a low number on the roll you wouldn't have even known that you passed the trap, if you get a high number you know where that trap is do you see what I mean? It would be like I would get you to roll to go across a minefield.

LYDIA

Right.

ALEX

If you rolled high you know where the mines are, if you don't roll high you don't know where the mines are.

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LYDIA

Ok.

ALEX

But it's still over a larger area, it is just to speed it up.

LYDIA

Oh ok right.

ALEX

Just ask one thing are you skirting the wall or are you going through the middle?

LYDIA

I am skirting, oh yeah we're skirting the wall.

BRYN

We're skirting the wall.

ALEX

Ok that's fine then give me a single check to get up to the front door of the church.

LYDIA

Oh it's still fifteen.

ALEX

Fifteen, sure, you skirt the wall, you do not encounter any traps, you do however get a glance inside the smaller building, what we'll call the vicarage, and it appears that there is some kind of stock pile of stuff in there, you can't really see what.

LYDIA

Ah stuff.

ALEX

But.

BRYN

Later!

LYDIA

I think Sasha would have said that under her breath.

(Group laughter)

BRYN

I've got good perception, I have.

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ALEX

Ok so you make it to the front doors of the church which are locked.

LYDIA

Ooh locked.

ALEX

I will get you to do another check to see if the doors are trapped.

LYDIA

Right, yes.

ALEX

Because now you are in.

LYDIA

Ooh so that's sixteen, I'm adding the one bonus now by the way.

ALEX

Yeah, yeah.

LYDIA

So that's...

ALEX

We should spell out, it was something I had mentioned earlier for listeners, rogues also add half of their level to all checks for traps and half of their level to all disable devices. It hasn't mattered before now but as Sasha continues to level up it will matter more and more.

LYDIA

I should say that whilst it barely matters now I did realise when I was listening back to them that in the first two episodes, close listeners at home might notice that my perception went up by one in between episodes and it was just because I was reading the wrong number.

ALEX

We'll just say you were drunk for the first two episodes.

LYDIA

Yeah.

BEN

It's alright the way I've been dealing with my cleric stuff is, is a mess but I'm going to get better so keep those angry emails to yourself.

JAMES

We're all just drunk all the time, guys. In case anybody is wondering, drinking is cool and it will make you seem more popular and grown up.

ALEX

He said on the family friendly podcast. So Sasha searches for the traps and gets...?

LYDIA

I do well... it was, I can do this it's sixteen.

ALEX

Sixteen, right, you detect a trap.

LYDIA

Yay.

ALEX

So as you approach the door you start carefully just sort of prodding the mud in front.

LYDIA

I push everyone back.

ALEX

And you find that there is a loose flagstone on the top step and you discern that it is definitely intentionally loose and we'll treat that as a trap.

Rusty Quill Gaming – 14 – Knock Knock...

BEN

Ooh it's a classic.

LYDIA

Ok do I just roll...

JAMES

Tripping hazard.

LYDIA

Disable device?

ALEX

Yes.

LYDIA

Ok. Oh gosh. Oh dear.

BRYN

We back up before she rolls.

LYDIA

Yeah so that's, it's a total of... wait I get another plus one on that as well don't I so that's eleven.

ALEX

Eleven total. So as you go to disable device you start faffing with the stone.

LYDIA

Oh dear.

ALEX

And you start to feel something grinding underneath and given what you've experienced before you're fairly certain that what they've done is propped a very heavy stone directly on top of a thunderstone.

LYDIA

Ah.

ALEX

And the thunderstone is taking the weight of that stone so that if anyone trod on it the thunderstone would crack and make a loud noise.

LYDIA

Ah ha.

ALEX

Unfortunately your roll wasn't high enough to disarm the trap.

LYDIA

Oh no.

ALEX

So as you reach down there is a **(explosion)** and the stone falls, it doesn't do any damage to anyone, you're not deafened because it's underneath a stone however it was a significantly loud noise.

LYDIA

Right oh dear.

ALEX

And almost certainly other people have heard that, all of the party definitely heard a loud noise but you're not deafened by any stretch.

BRYN

When that goes off I will shout, chuck the bomb!

LYDIA

Right and I ok so I will try and throw the bomb through the window.

BRYN

First floor window.

Rusty Quill Gaming – 14 – Knock Knock...

LYDIA

In the first floor window.

BRYN

Roll initiative.

ALEX

I will let you throw the bomb before and then we will go into initiative. Ok?

LYDIA

Right so I'm lobbing it, it is directly, it is on the first floor.

ALEX

Is this throwing the thunderstone that you had or is this the fire flask?

LYDIA

This is the thunderstone.

ALEX

Give me an attack roll, make it good.

JAMES

Fifteen.

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LYDIA

So that's fifteen and then.

ALEX

Ooh a total of, so your attack bonus?

LYDIA

Is one.

BRYN

The thrown... I've written that on your sheet now.

LYDIA

Four.

BRYN

Yeah.

ALEX

So it's...

BRYN

Nineteen.

ALEX

Nineteen total.

LYDIA

Yeah.

ALEX

You successfully throw the thunderstone, it smashes through a second storey window (**smashing sound effect**).

BRYN

Destroying some ancient and beautiful examples of stained glass.

ALEX

Oh of course it was incredibly valuable but you know wacka wacka wacka so you throw the thunderstone in and there is a loud (**explosion sound effect**) and all of the windows blow out.

LYDIA

Amazing.

ALEX

Showering glass, thankfully the angle that everyone has taken relative to the vicarage means that you guys are safe from the showering glass and we will then roll for initiative and while we do that we're going to take a couple of

Rusty Quill Gaming – 14 – Knock Knock...

minute break for the listeners and when you come back we will be ready to start some combat.

LYDIA

Whoop, whoop!

[AD BREAK]

ALEX

And welcome back. So we now have taken all of our initiatives so we will start with someone who isn't the party.

BEN and ALEX

Duh duh duh duhhh.

BRYN

Hopefully he's going oh I'm deaf.

ALEX

They've done their move, ok, can we start with Sasha?

LYDIA

I'm not going to be able to kick the door down so I want to climb up so potentially to throw because you need to be able to aim the vial, the fire flask, so yes climb up above the door.

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ALEX

Sure in which case give me a climb check.

LYDIA

Right my climb is now four. So that's twenty three.

ALEX

Ooh grand, ok, it will take you a standard action to climb just because of the nature of the building and so you would still have a move action if you want but you cannot climb and throw in this turn.

LYDIA

Can I...?

BRYN

Your move action should be to draw probably.

LYDIA

Yeah.

ALEX

What I would say as well is just for listeners we're not running into something that everyone encounters at some point which is vertical game play in table top games, there's one solution of course which is that you spend an

Rusty Quill Gaming – 14 – Knock Knock...

enormous amount of money and make a really, really high multi levelled thing or...

LYDIA

Should I make a grid of wall?

ALEX

What yeah what I tend to do is I tend to make a separate floor map for a second floor and for anyone who is raised above a normal map.

BEN

Plonk them on the dice.

ALEX

We put them on a dice.

EVERYONE

Ah.

ALEX

Ok so Sasha, she gets up, drawing her vile as her move action, her standard action is to climb and sort of peep in through the blown out window. What she sees is a room which is full of crates and some barrels.

LYDIA

Ooh stuff.

ALEX

Yeah definitely stuff and there looks to be a small contained cooking fire, a few bunk beds and what looks like someone was in the process of cooking. All the chairs are thrown back and the food has been dropped as you see two of them are still pulling their wits together, one of them is already making it and darting through the doorway at the far end of the building presumably to head down some stairs to the ground floor. The room itself is very much half store room, half living room, it looks like they may be very well equipped but it doesn't seem like they are particularly luxurious surroundings with which they have been living in. So Hamid you're up.

BRYN

I would like to ready an action, my action is to rush into the building once the door has been opened, hopefully by Bertie.

ALEX

Is that your wording? You rush into the building once the door is opened?

BRYN

Yeah.

LYDIA

Aww Hamid.

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BEN

Ooh it's like a genie's wish.

LYDIA

Yeah Hamid the hero.

BRYN

I, yeah not like rush fully, like just rush in just one step inside the door that's all I mean that's all the movements people have had anyway.

ALEX

I'm going to throw you a bone. Potentially you may want to clarify if one of your party opens the door.

JAMES

I was going to say follow me I think might be the.

BRYN

Yeah ok that's thank you.

ALEX

So if a party member opens the door you step through it?

BRYN

Yes.

ALEX

That's fine.

BRYN

And I'll load my crossbow as I go.

ALEX

I'm not a pedant but with readied actions it's very specifically says be clear and it could come back and bite you in the bum. Ok, you, Sasha, see one of the other people gets their stuff together and also darts out of the doorway at the far end. You then see a third one, a one who is a bit better dressed, I should describe all of them once I've described this, also darts to the stairway. You recognise all of them I should spell out.

LYDIA

Oh.

ALEX

One of them is one of the ones who got away from Edison's house.

LYDIA

Right.

ALEX

The second one is also one who got away from Edison's house and a third one it's a face that you've seen in Other London you do not know them personally, they are not important to you.

LYDIA

Oh right.

ALEX

But it's almost certain that this guy just fell in with this crowd at some point in the past.

LYDIA

Oh ok.

ALEX

You don't even know their name but it is a face that is familiar to you. The one who you will remember was referred to as Guy back at Edison's, they said Guy was away, is a gentleman, very, very limber looking, seems better dressed than the others. Not poshly dressed by any means but seems to be wearing potentially Upper London garb, nothing opulent though.

LYDIA

Garb?

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ALEX

Hmm-mm long brunette hair and a goatee.

JAMES

Evil. Clearly evil.

BEN

Someone has seen a drawing of an evil person, and thought I'm going to be a villain.

JAMES

He has also got a moustache and eyepatch and a British accent.

ALEX

I'm afraid not.

JAMES

Is he played by Malcolm McDowell?

ALEX

We'll have to wait and find out.

JAMES

Ok.

ALEX

Also the other one who you saw dash you only caught the tail end of the one who had already moved before you so you didn't see who that was.

LYDIA

Ok.

ALEX

The other you recognise as the one who you were chasing through the basements.

LYDIA

Ah.

ALEX

Yeah short hair and wearing just non-descript Other London garbs at this point. They do however appear to have grabbed belts and so on that were beside them on chairs as they were dashing out so they are probably equipping themselves on the fly.

LYDIA

So they've gone out that way?

ALEX

Indeed they've gone out the opposite side of the church to the bit that you're hanging off.

LYDIA

Can I, do I have time to whisper "they're coming" to the others?

BRYN

Not whisper you're up a...

LYDIA

Well I can shout, right, "they're on their way".

ALEX

And next up it's Bertie, you are up.

JAMES

Super ok so the door, the front door of the building is locked, unlocked?

LYDIA

Locked.

ALEX

It is currently locked.

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JAMES

Cool.

BRYN

Charge it.

JAMES

Can I charge the door and then barge through it and then just attack the first person I see in a heroic.

ALEX

You can barge through the door you can't barge through and attack the people.

JAMES

Ok.

BRYN

You probably need to attack the door to open it.

JAMES

Doors you say, inanimate objects, brilliant. Right I charge the door really hard.

BRYN

Power attack!

JAMES

Power attack, I power attack the door.

ALEX

Power attack the door go for it. So you roll your D20 to hit.

JAMES

Fifteen plus.

ALEX

Fifteen it's a door so it's...

JAMES

Yeah!

ALEX

Sorry it's quite literally the size of a barn door as well so you're effectively rolling to hit the side of a barn and have passed.

JAMES

(Laughter).

ALEX

If you take your minus one because you're doing a power attack.

BRYN

Well you get a plus two for the charge.

JAMES

Yeah.

ALEX

So you get plus two.

JAMES

Straight into a barn door!

ALEX

Yep so in total you're definitely hitting.

JAMES

Right.

ALEX

So roll your damage.

JAMES

Which is D10 plus three and that's a D10.

Rusty Quill Gaming – 14 – Knock Knock...

BRYN

So you'll do plus five because of the power attack.

JAMES

Ooh lovely.

BRYN

Instead of plus three.

JAMES

Seven, twelve. Twelve, I've twelve.

ALEX

Twelve, Bertie with his weapon and shield already in place actually described how you'll charge, how you'll attack, whether you barge it with your shield which I'd allow, would you attack with the sword, what would you do?

JAMES

A combination of shield and a hack with the sword at the same time and face first.

(Group laughter)

JAMES

With an almighty bellow, how dare you defy me, door!

ALEX

So effectively what you're doing is swinging your left arm wildly, swinging your right arm wildly and going (screaming)!

JAMES

Roaaaaarrrrr!

ALEX

Yeah you successfully slam into the door bit of stuff and mortar drop, Sasha almost needs to make a reflex save not to fall from the impact but nonetheless you burst through the door and it swings open. What you see are the far side of the church coming down a stairway, like an open stairway, you see one of the party who is, yeah, just non-descript urban clothing for Other London. I will add it to the map in a second.

JAMES

Not the swish one?

ALEX

Not the swish one.

JAMES

Ok cool.

ALEX

It's the first one that Sasha didn't really catch a good glimpse of but recognise sort of as Other London-y. You see a set of pews are kind of haphazardly arranged, they appear to have been pushed to the side all they are really doing is giving you difficult cumbersome terrain at the edges.

JAMES

Pew pew pew pew pew pew! Yeah, sorry.

ALEX

You see the entrance to what you presumes is the steeple.

JAMES

Ok.

ALEX

And him stood in the entrance at the exact opposite end now you've used your entire turn but there is a clear, straight run from you to him and vice versa. Ok, next Bryn's readied action goes off. You enter and.

BRYN

Slip just behind Bertie and into the corner.

ALEX

Well technically actually here's a thing for listeners, when someone moves through your square you give the, you are required to either allow them to move through your square or resist them moving through your square because you're occupying sort of a very narrow space. Will you allow Hamid through or will you just block him?

JAMES

I will allow you through my square.

BRYN

Ah, what a gentleman.

JAMES

Yes.

ALEX

To save time I may go ahead and assume that the party aren't trying to sabotage each other at every step but do pipe up if you decide that you want to sabotage. Ok after Bertie, it is Bertie's dog who rolled a natural one, same as our good old friend Zolf but this natural one was higher because it had a higher inherent initiative.

(Group laughter)

JAMES

This a dog that is actually drowning in its own spit, he is playing very poor genetically speaking.

ALEX

The dog proceeds to go “ruff ruff ruff ruff ruff”. That’s the dog’s turn. Zolf you are up.

BEN

Ok cool. Right.

BRYN

You could at least double move.

BEN

Oh I could yes I am going to, there we go.

ALEX

Zolf moves his formidable four squares and is now facing and looking over Bertie’s shoulder into the church.

JAMES

He’s not looking over my shoulder, looking through my legs.

Rusty Quill Gaming – 14 – Knock Knock...

BEN

Well given the elevation of the church as well.

ALEX

Oh yeah you are quite literally staring through Bertie's legs.

BEN

I have icicles I am going to be firing them through your thighs.

ALEX

Ok now.

LYDIA

Now the space between his thighs then just through his flesh.

BEN

It depends how accurate...

ALEX

We'll see how they roll. So the person who came downstairs appears to be wielding a shortsword, without further ado charges straight at Bertie.

JAMES

Bonk.

ALEX

Yep and gives an attack on Bertie, there was no difficult terrain, the difficult terrain is to either side.

BRYN

No!

ALEX

Ooh rolls a nineteen. I'm going to double check the stats but I know it will be a hit.

BRYN

If he's having a charge action he gets a plus two.

ALEX

It's definitely a hit, I'm trying to check what the critical range is.

LYDIA

No.

ALEX

It is critical.

BERTIE

Gah.

BRYN

He's got to confirm the critical.

ALEX

Yes that's very true (rolls dice) and does not.

BERTIE

Hooray.

ALEX

So it's just a normal hit.

JAMES

Phew!

BRYN

That would have been an exciting start to the fight.

ALEX

And deals one damage to Bertie.

JAMES

Oh that's quite a nuisance I think he might have accidentally like shaved like quite a nice little just like a little dash in my eyebrow so it looks like I'm now from the 1990s. He sent you forward in the future.

(Group laughter)

ALEX

That's the entire move.

LYDIA

Only his eyebrow.

JAMES

Only my eyebrow.

ALEX

Sasha.

LYDIA

Right well now because they didn't wait for people to come out I'm stuck to the side of a building.

ALEX

You could fit through the window if you chose.

LYDIA

Yeah I'm thinking that it would be the most fun for me to climb up, come round the top and then try and sneak up on people around the back.

BEN

Like a true rogue.

BRYN

Absolutely.

ALEX

Good rogueing. That's fine we will.

LYDIA

What do I need to roll?

ALEX

Let's skip the acrobatics check because it's a large church window and you are very good at what you do, that's fine. So you enter into the upper floor, I will say for the sake of ease you will be able to get right behind the people who are still in the stairwell.

LYDIA

Ok cool.

ALEX

And that will be a whole turn just to speed things up.

LYDIA

Oh ok so no stabbing?

ALEX

Honestly you wouldn't want to anyway, tactically, because...

LYDIA

Right they can't see me though?

ALEX

But they have no idea you're there.

LYDIA

Ok cool.

BRYN

It's the thing that happened in the market, if you stabbed them now you'd end up in a one on one fight.

LYDIA

Yeah, yeah, yeah.

BRYN

But what you want is to be at the back of a group fight just stabbing them up.

ALEX

Yeah I'm throwing you a bit of a bone.

LYDIA

And how narrow is this stairwell because...?

ALEX

It is a spiral staircase with narrow.

LYDIA

So if they are going down and I start stabbing them in the back I think they should remain, it should remain a flanking move because they cannot turn around.

BEN

And also historically it is easier to fight, you know...

ALEX

You did spell out that Sasha was right handed.

EVERYONE

Hmmm.

ALEX

But either way you are directly behind them, they do not know you are there.

LYDIA

(Whispering) Like a shadow, spooky shadow.

JAMES

Sorry to be a pedant, which is a phrase you'll almost never hear me say, but if it's a spiral staircase and Sasha is right handed does the spiral staircase spiral down anti-clockwise?

ALEX

Here's a fun fact for you, all spiral staircases spiral in such a way that the person who is higher on the spiral staircase has free use of their right arm so that the defender always has the advantage and that was why knights were always right handed and not left handed. If you were a left handed knight you couldn't be a knight, but obviously there were a lot of left handed knights they just would only fight with their right hand sword.

JAMES

That's interesting I did not know that.

Rusty Quill Gaming – 14 – Knock Knock...

BRYN

It was a tactical decision for castles and stuff.

ALEX

I even then went to a castle and checked it out, totally real, totally a thing.

LYDIA

I think there's a big plaque in Corfe Castle that explained this.

ALEX

It's really useful. So after Sasha it's Hamid.

BRYN

I'm quite upset, I'm standing next to Bertie which I am a fan of but there's a guy literally right next to me as well, an enemy with a weapon.

ALEX

Yep.

BRYN

And that is not where I like to be in a fight.

BEN

You are an un-fan of that.

BRYN

Yes, I am going to drop my crossbow, my crossbow is on a strap so when I say drop it sort of falls to my thigh rather than to the floor.

ALEX

Yeah and for listeners, we have had this discussion ahead of like character creation he isn't just inventing this stuff on the fly.

BRYN

As an experienced LARP-er I have done this for real as well, the strap is very useful.

BEN

The strap is good.

BRYN

Because I am then going to cast a spell but the thing is, is when I cast a spell I can cast defensively which means I can potentially avoid the attack of opportunity.

ALEX

Because when it comes to casting most spells would present an attack opportunity where the person sees that you're trying to cast a spell and gets a quick jab in, doing it defensively boosts.

Rusty Quill Gaming – 14 – Knock Knock...

BRYN

Well I have to pass my concentration check.

ALEX

If he passes his concentration check it boosts his defence against their attack.

BRYN

And that's why in the first scene we took the other boring feat of combat casting. I roll one.

LYDIA

This is becoming a habit for us.

BRYN

Almost certainly doesn't work.

ALEX

Well Hamid is still learning not to panic in the moment.

BRYN

Yes.

ALEX

So you fail your concentration check, are you still able to cast?

BRYN

I still get to cast but he gets an attack opportunity and if I take damage I have to make another concentration check for my spell not to explode.

ALEX

Correct.

BRYN

In my face.

ALEX

Spoilers, he'll take the attack of opportunity, Bryn.

BRYN

Well, doy.

ALEX

What's your AC?

BRYN

Thirteen.

ALEX

It will be a hit I believe.

Rusty Quill Gaming – 14 – Knock Knock...

BRYN

Of course it will. Why am I standing next to an enemy?

LYDIA

Because Hamid wants to be a hero and you role play well.

ALEX

So what spell were you going to cast?

BRYN

Magic missile.

ALEX

And deals almost the highest he can roll of five.

BRYN

Five damage.

ALEX

Yep.

BRYN

It's cool, I've got loads of hit points now.

Rusty Quill Gaming – 14 – Knock Knock...

ALEX

Oh you rested, you slept and all of the things.

BRYN

Right so I must make a concentration check where DC equals a ten plus the damage taken plus the level of the spell I'm casting.

JAMES

Fifteen, sixteen?

BRYN

Yeah and my combat casting doesn't help with this because it's only for the first one.

ALEX

No, yeah.

BEN

Oh just roll over a sixteen. No.

BRYN

Seven.

ALEX

So the spell fails.

BRYN

The spell fails.

ALEX

Yep.

LYDIA

Does it explode and do you damage? Just when you said explode in your face I didn't know if that was a thing that actually happens?

ALEX

Certain types of spell failure can explode in your face. A lot of it depends on the type of spell.

BRYN

Normally it's if you roll really badly.

ALEX

Like if they were to roll cripplingly terribly there is a whole set of tables which I will make use of at some point which lists, there's a hundred options, option hundred is what is the worst thing that you can imagine, GM, that happens. Some of them are a limb just disappears never to return. Your face is...

BRYN

Been there, done that.

ALEX

Your mouth seals up like there are loads of different tables for spell failures depending on the spells if you want to play it properly you know very hardcore with the rules, in this case frankly the failures weren't bad enough and especially for a simple magic missile not really. So I'm afraid Hamid's spell fails, the attack of opportunity happened. Then the friend of the one who has just slashed Hamid makes it down the stairs. Now he can't charge Bertie because he'd be charging through his friend and similarly he can't really get an attack on without necessarily hurting his friend. So what he will do is he will step to the entrance of the steeply and draw a very familiar looking flask for everyone. So after him is the swanky fella. The swanky fella makes it down the stairs to the doorway, takes stock of the situation and then casts a spell.

LYDIA

Is there space for me to have an attack of opportunity while he tries to cast a spell since I'm directly behind him?

ALEX

You are able to take the attack of opportunity as he moves down the stairs but he would then become aware of you on the stairs. If you'd like to do that though that's fine.

Rusty Quill Gaming – 14 – Knock Knock...

LYDIA

I think I would, I think I would like to stab.

ALEX

Do it honestly, don't hesitate, just roll.

JAMES

I must stab.

LYDIA

She's got fourteen daggers.

(Group laughter).

ALEX

So retcon, he is starting to move down the stairs and you go for the attack opportunity that's absolutely fine. Ooh.

LYDIA

That's a critical yeah.

ALEX

Roll to confirm.

LYDIA

What do you, what?

ALEX

So you have to do another attack roll and if your second attack roll hits that counts as a critical.

LYDIA

Ok, I know it will be a one, I know it.

BRYN

But it will still be a hit regardless.

LYDIA

Oh no.

BRYN

No, no doesn't that keep going or is that a...

JAMES

That's a potential house rule.

BRYN

Oh she just rolled a twenty by the way.

LYDIA

So I rolled a twenty.

ALEX

Oooh now I may opening very dangerous territory, what I'm going to say is I won't allow criticals to stack.

BRYN

That's fair enough.

ALEX

Less because I want to impede you guys but you will encounter monsters.

BRYN

More because they will kill us.

ALEX

Who are specifically designed to crit again and again and again because they'll have a massive range and I do not want you guys to face a monster at some point who is obeying the same rules as you who will one shot every single one of you, it will happen.

BRYN

I think that's a good decision.

BEN

It becomes a zero sum game really.

ALEX

What I will do however is because it's a natural twenty I may chuck in a little contextual effect like him tripping up or something.

BEN

If he survives.

ALEX

Very true.

BEN

That's with sneak attack as well.

LYDIA

Yeah.

BRYN

So you get 2D4 and 2D6 damage in total.

ALEX

Including crit and to clarify, now imagine if you were doing this with your extra sneak like it stacks it gets quite high quite quickly.

BRYN

Roll it together.

LYDIA

Roll them together?

BRYN

Everything.

LYDIA

Ok, ok so that's a three and a two, five, and a three and a one, four so nine damage.

ALEX

Mine the one oh no, no, yeah so that's nine total.

LYDIA

Yeah do my D4s get minus ones?

BRYN

They don't because you're, but the D6s get plus ones.

LYDIA

Ah right.

ALEX

So it all balanced out this time.

LYDIA

Cool.

ALEX

So...

LYDIA

Stabbing is fun.

ALEX

Ooh that was a big hit from Sasha.

LYDIA

I like stabbing.

ALEX

And only on the one attack.

LYDIA

I do like stabbing, it's the best. Quiet stabbing.

BEN

When he's as squishy as Hamid he's going to be hurting.

ALEX

So yeah you get a formidable hit, a really hard hit on the guy.

LYDIA

Right in his...

JAMES

Right in the kidney.

LYDIA

Right in his back.

ALEX

He is not happy at all and he will in fact tumble down the stairs and end up prone at the entrance.

BRYN

Ah brilliant.

ALEX

I wouldn't normally do that but I feel like with a natural twenty I'd like to reward it in some way.

LYDIA

Since we did manage in the last, in the combat before last to roll what was it four ones in a row and suffer for that I think it's at least, I think it makes sense.

BEN

Vindication.

LYDIA

Yeah it feels like a fair GM-ing.

ALEX

Because it's in your favour.

LYDIA

Yeah. To be fair I don't... I mean I complained a bit but, you know.

ALEX

Ok so yeah he isn't going to be able to cast, certainly not while prone, he's still too busy trying to figure what the heck just happened. Moving onto Bertie.

JAMES

Ok.

Rusty Quill Gaming – 14 – Knock Knock...

BRYN

Kill him, please kill him.

JAMES

He's just going to swing his mighty sword.

BRYN

Before he kills me.

JAMES

And attack the chap who is directly in front of him who just slashed at Hamid.

BRYN

Are you power attacking him?

JAMES

I, I might do actually because I've got weapon focus bastard sword which would counteract the minus one?

BRYN

Well so your normal attack bonus is six, if you power attack it will be an attack bonus of five.

JAMES

Ok.

BRYN

So I mean it's only one and... it's up to you.

ALEX

Power attacks are deliberately weighted in such a way that if you take the negative to hit you're getting more in the pay-off for damage so it depends, it depends what your goal is.

JAMES

Yeah let's do it, Bertie's... he's crashed through the door, it has gone splintering all over the side, he is surrounded by wooden shards his nemesis the door vanquished, laying in pieces around him, barely a matchstick, it has been fragmented into sawdust. This creepy little fellow was charged all the way across him and gently shaved one of his eyebrows.

(Group laughter)

JAMES

Hamid appears to have fallen over his own face.

(Group laughter)

BRYN

True story.

JAMES

Punished for his ineptitude, the savage slashing to his tiny little body. Outraged Bertie let's out a mighty bellow of "That is very rude," hefts his bastard sword mightily in the air and brings it crashing towards this greasy little oik in front of him.

ALEX

Very good.

BEN

You'd make an excellent nanny.

(Group laughter)

ALEX

Give me the roll and let's see if this child gets punished.

JAMES

Twenty.

EVERYBODY

(Cheering)

ALEX

Give me another roll to see if he confirms.

JAMES

Fifteen.

BRYN

Plus attack five.

ALEX

Yes it's confirmed.

BEN

Ooh that was confirmed critical a power attack. We're a party of either it goes amazingly or it just goes terribly.

BRYN

You will get 2D10.

JAMES

Ok.

BRYN

Plus ten.

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JAMES

2D10 plus 10. In a minute I want you to describe for me what the consequence is because I would like to decide what happens in...

ALEX

Very much, very much.

JAMES

Seven is that a ten?

ALEX

That's a ten.

JAMES

Seventeen.

ALEX

Plus ten?

JAMES

Yeah twenty seven.

ALEX

So twenty seven at level two.

LYDIA

Oh his organs!

ALEX

Twenty... ok.

JAMES

The organs, the organs. Is he definitely dead?

ALEX

You powered him through all of his health, all of his negatives, like, with let me do the maths actually with more than five damage is just floating around spare because he's already dead and you're still doing it.

BRYN

You've literally bisected him.

BEN

Yeah so when you said I'll bisect that guy in the alley and we said no because there's extra health for them to be dead, dead, dead now I'd like to.

ALEX

Genuinely like you've powered through that no one who was in this scenario could have possibly survived that. Yeah honestly, go nuts there's no worse you could do to a person.

LYDIA

Awww.

JAMES

Bertie slices him neatly in half, perfect incision straight from forehead to parts that cannot be mentioned in a family podcast.

BRYN

Groin.

JAMES

Groin, groin-al region, his left side flops into the central alleyway of the church, the right flops over one of the pews bouncing as it hits the other side and just leaking. Bertie goes, “Manners young man, manners”.

(Group laughter)

BEN

I told you, excellent nanny.

BRYN

Hamid vomits.

ALEX

This is perfectly natural, you see a pink mist and proceed to vomit. So there's definitely a good place to just end the episode. I realise that there's still a bit of a turn left but neatly finely bisecting someone is not something you.

JAMES

Yeah achievement unlocked.

(Group laughter).

ALEX

So wow, ok, we'll be jumping back into combat at the start of the next episode but that... that escalated quickly.

ALEX

Yeah we'll just remove that and cleft that miniature in twain. So...

JAMES

We won't, Erin, we won't air it, it's safe, it's fine.

ALEX

Erin, we promise we love them very much we polish them but not in a damaging polish. So I guess that's goodbye from everyone and we look forward to seeing you next week.

EVERYONE

Bye!

[Show Theme - Outro]

ALEX

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[OUTTAKES]

ALEX

Ben, you're fine. Bryn?

BRYN

Hello, how are you, Alex?

ALEX

Keep going.

BRYN

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It's nice to see you again. Are you doing something new with your hair? You're looking well, by which I mean fat.

ALEX

Keep going.

(Group laughter)

BRYN

Oh really, you want more of this, do you?

ALEX

Keep going.

-

(Chewing noises)

LYDIA

Oh god, I really hope I never have to hear that on the recording.

ALEX

I had to do one where he gulped, he went **(gulps)**. It was the most foul thing...

(Group laughter)

ALEX

Rusty Quill Gaming – 14 – Knock Knock...

I've heard in my entire life. It was halfway between a tsunami and a courtesy flush.

(Group laughter and groaning)

[END]